

Title: 6/18/23 Minutes

Author: Rizan

8: Meeting convenes

8:02: Governer Monk of Yew begins with the first report: Things have been rebuilt since the orc invasion, fires put out, all back to normal. Finances are all in order. The grape vines were not damaged in recent attacks, should be ready for the new crop. The King reports his potential distress if he couldn't have his regular glass (or three!) of Pinot with his nightly chess game.

8:07: Tatiana Thorn

reports for

Skara Brae: Skara is doing great, the trades climb, the coffers are full.

8:10: Governor Rain of

Trinsic reports for the city of Paladins: A group has been hanging about at the Sons of the Sea. The King had heard something about a Red, White, and Boozy. They enjoy the drunk karaoke and are planning more such events.

There was a scorpion hunt, complete with an impressive trophy. The King looks forward to seeing it, and suggests it may be given a place of honor in the hall.

8:14:

Governor Wiglaf reports for Minoc: Minoc appears to be well upon first glance. Something seems odd about the last governor- he and a handful of miners are

missing. There is a rumor that he absconded with gold from the city coffers- the city accountant is nowhere to be found to confirm. The King offers the assistance of lookouts and hunters to track down former governor Ziggy.

Governor Wiglaf promises a report for the next meeting, the King states that stealing from the realm in such a dramatic fashion must be punished; Governor Monk says there is ample room in the jail of the Court of Truth.

Further, Governor Monk has started a ledger to keep track of donations.

8:22: Governor Merlin reports for New Magincia, fresh from his recent re-election. Some "marooners" caused a ruckus in the local pub, but things have been otherwise quiet.

Construction on the Governor's mansion continues due to Union problems. Ships offloading cargo have kept the dockworkers busy, and Scalidis appears regularly around the Isle to cause trouble. Nothing else unusual to report, business is good and weather is warm.

8:26: The King thanks the governors for their continued and returning service, and turns the floor to new Governor Craig of Jhelom, notably a Mongbat governor (Jhelom's first?): Craig states that Jhelom is a good city, and while he is still getting his footing the human population is happy. He states his need to hire some city officials, accountants and bakers. Governor Craig

notes the last governor was a bit odd as well, having had a number of small taxidermied animals in his office. Many notes were left written in colored wax, including one wishing the new governor luck. Craig states a desire to host some fighting challenges in the duelling pit to help entertain the populace as well as to add to the city coffers. The King expresses a desire to see the return of some exciting fights to the pits, especially a joust.

8:33: The King thanks the governors, human and mongbat alike, and feels that Queen Zhah would have something to say of this. He continues with some last topics to raise before meeting's end:

1) The King states that he would like to see the council meetings taken out into the world a bit, and asked if any governor would volunteer their city and tavern for the next council meeting. Governors Thorn and Monk both volunteer their cities to that end. The King asks if that would be the Shattered Skull in Skara Brae specifically, and proposes to host the next council meeting there, followed possibly next by Yew.

2) The King states that he will be more insistent about attendance for governor's meetings this term, and desires that word to be passed to absent Governors: Hagrid and Carraway.

3) Vesper is still without a Governor, and an offer is made to Rizan as the only non-councilmember in attendance to claim the

post if he desires it;
otherwise, word will be
issued widely calling for a
governor of that city.
Rizan declines the offer
in favor of a public vote
to appoint a new
governor.

The King then takes
the councilmembers to the
courtyard, and expresses
a desire to install
displays honoring each city
of the realm, perhaps a
display that represents
each town's people,
history, and future. The
Royal scribes will work
with the Governors to
accomplish this in the
future. Approximately six
paces square would be
given, 2x3 or 3x2. The
King would not object if
Cove, Wind, and Serpent's
Hold wish a display. Some
questions follow
about what can be
placed, to be
determined on a case
by case basis (mannequins,
etc.)

8:49: With
no further questions from
the governors, the King
adjourns the meeting.